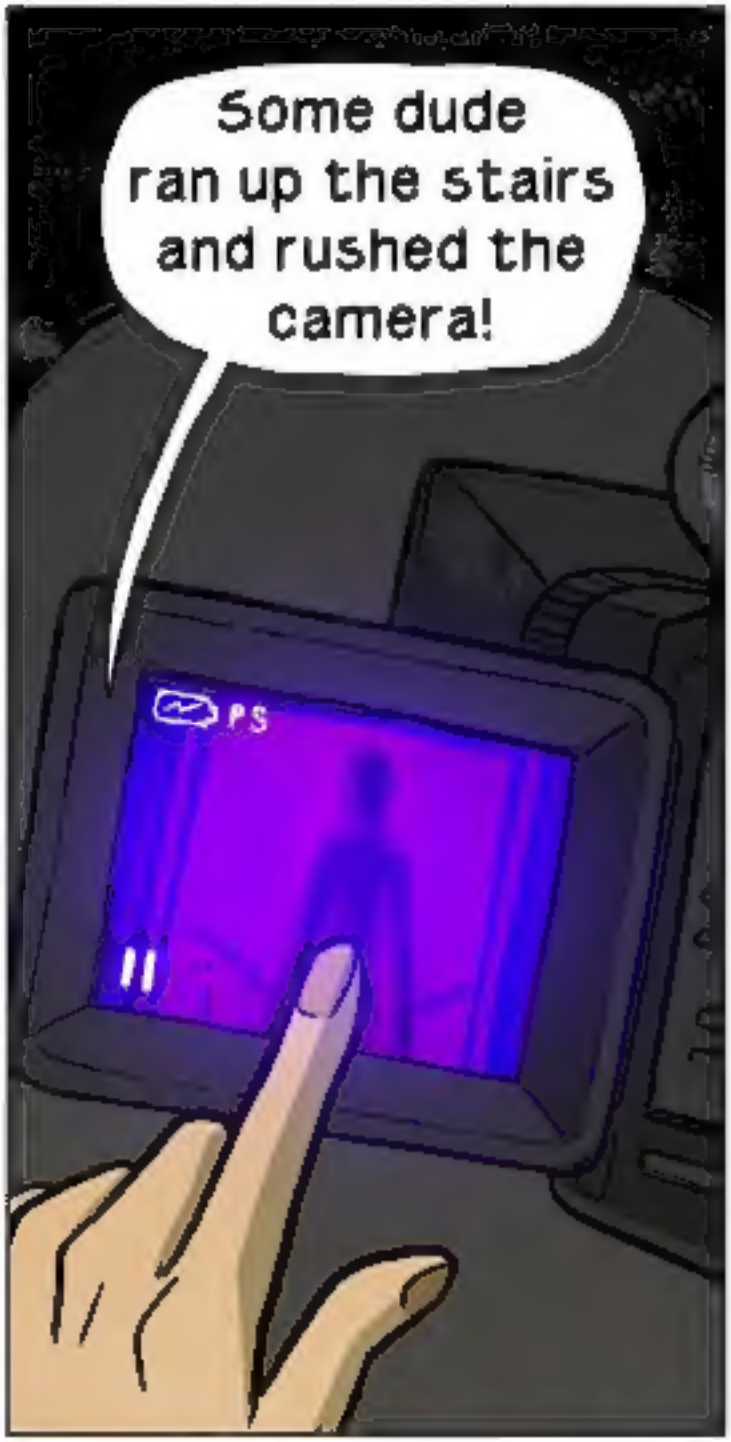
THE SWORD INTERVAL

BY BEN FLEUTER

AH!
Geez!
What?

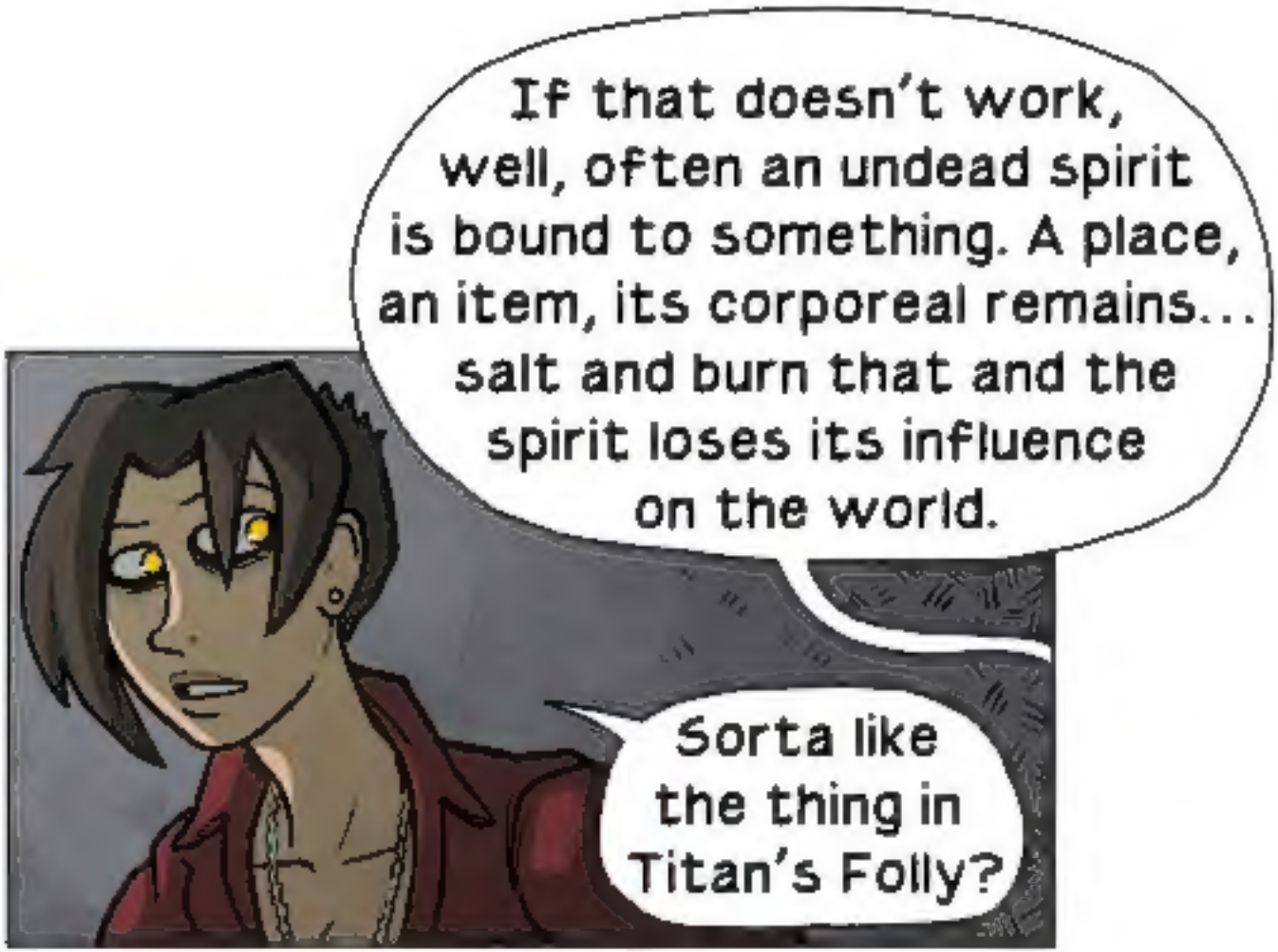

Some dude ran up the stairs and rushed the camera!
PS

... Right then.

Best we can hope for is to retrace the Young twins' steps. Find that urn. Maybe commune with the spirit inside.
And find the Spirit Bomb guys.
...Yeah...

So, how *do* you end a haunt?
There's a few ways.

I tend to start by communing with the spirits.
Find what they want – what they're holding onto – and help them pass on.


If that doesn't work, well, often an undead spirit is bound to something. A place, an item, its corporeal remains... salt and burn that and the spirit loses its influence on the world.
Sorta like the thing in Titan's Folly?

Sort of, yeah. You can even bind ghosts yourself, with the right vessel.
That's the trick with undead. Their bane is often something from their former lives. Just have to figure out what.
Boughton was plagued by the deaths in his family, so Spirit Bomb bound him to soil from his family plot.

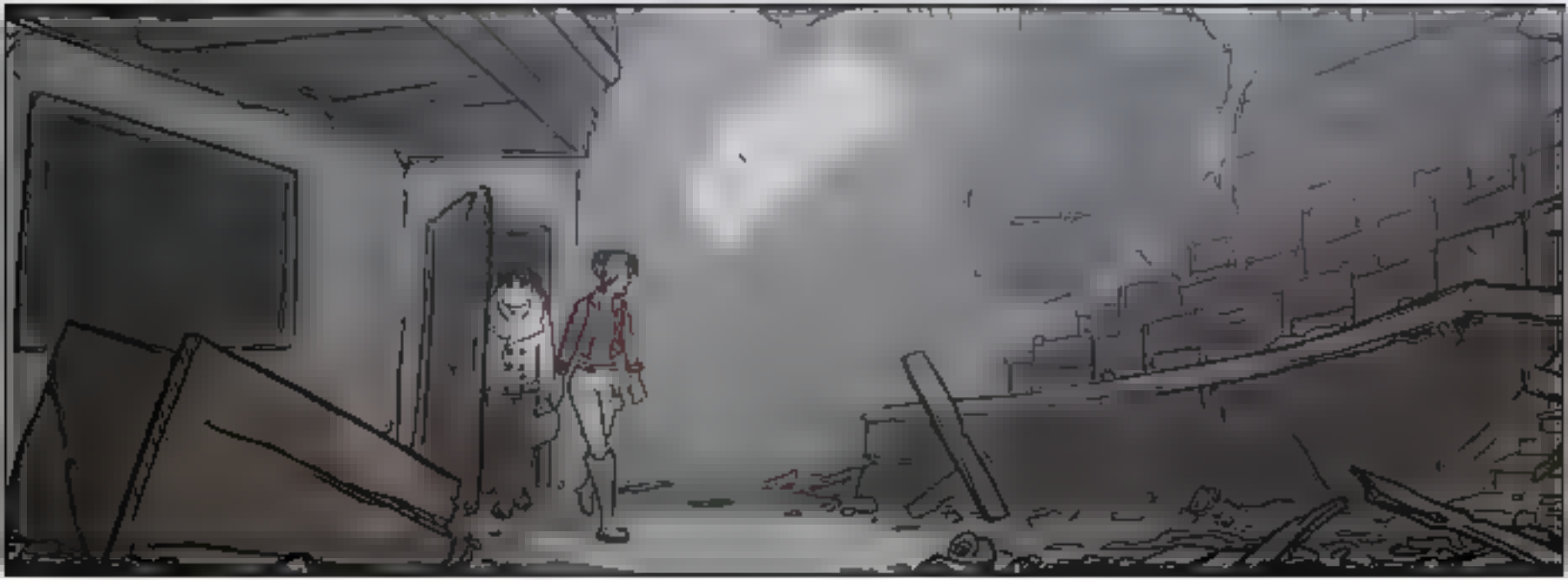
...
Something wrong?

Just... these aren't like the skinwalkers or the dragon or anything.
These used to be *people*.

No.

They're just what people left behind.

No more human than your footprints.



Damn.
You see the urn anywhere?

Tkshh
Is there anyone here? We're here to help.
Help. Him.
Help who? Who is it that needs help?

Ar. Thur.
Am I speaking to the spirit of Dean Broughton?
Mr. Broughton, what happened to your son? Why does he need help?

The.
Visage.